Concept and Design by David Crane and Alex DeMeo
Program and Design by Jason Benham, Bill Jannott and Ron Roberts
Graphics and Animation by Jesse Kapili and Ross Harris
Music and Sound Effects by Mark Van Hecke
Produced by Alex DeMeo and David Crane
Package and Manual Design by W. R. Wentworth
Instruction Manual by Barry Marx
Photo Credits: Sidney Baldwin

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Let the Toy Wars begin!

Instruction Manual

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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ABSOLUTE ENTERTAINMENT

ZEVO TOYS, INC.
KENNETH ZEVO, PRESIDENT

My Dear Game Player,

Thank you for purchasing this game. By the time you read this, I will already have passed away, but I have something very important to tell you: My son, Leslie, needs your help.

After much consideration about my company's future, I have decided to leave control of Zevo Toys to my brother, the much-decorated army general Leland Zevo.

There will be some people who'll think I've lost my mind. Why don't I leave the business to Leslie? Leland—that war-mongering military madman—is a threat to all the principles I've held dear, my belief that toys should be fun and innocent! In fact, I suspect it won't be long until he has the factory manufacturing dangerous war weapons disguised as toys!

And that's exactly what I want to happen. A life-and-death struggle with Leland is the key to Leslie's finally growing up. He's just too immature to take over the reins right now. The challenge Leland presents will force him face up to some sort of responsibility and become an adult worthy of running Zevo Toys. If he fails, everything will be destroyed.

I think the General's son, Patrick, an army camouflage expert, can be swayed over to our side. Needless to say, Leslie will also be able to call upon all of our "Good" Toys to help battle Leland's "Bad" Toys.

I admit it's a big risk, but it's one I have to take for Leslie's sake. I hope I can count on your help, my friend. When the battle rages on and it seems as though it's reached its darkest hour, remember my motto:

LET JOY AND INNOCENCE PREVAIL!

Powering Up

Okay, listen up. This is Lieutenant Patrick Zevo talking. My uncle Kenneth was right. I *am* going to help Leslie get back the factory; my father's gone too far this time and he has to be stopped. Since I personally designed the security system and I know a thing or two about camouflage, I'll be working behind the scenes to help out. But now you need to know how you can help Leslie, and I'm here to tell you.

1. Make sure the power switch is **OFF**.
2. Insert the ***TOYS***™ Game Pak as described in your SUPER NINTENDO® ENTERTAINMENT SYSTEM™ manual.
3. Turn the power switch **ON**.
4. The Title Screen will appear.
5. **TO START:** Push the **START BUTTON** on the game controller.

You'll see an introductory screen that sets up our story, followed by another screen in which I talk some strategy with Leslie. Then get ready to kick some serious toy!

Good Toys vs. Bad Toys

The only way we can win this thing is to get to the General's Command Center and shut him down. But it's not gonna be easy. My dad's got his war toys on patrol everywhere, and what's tricky about them is that they look like harmless kids' toys. Trouble is, they'd just as soon shoot Leslie as look at him! These nasty suckers are as threatening as any real-life military weapons!

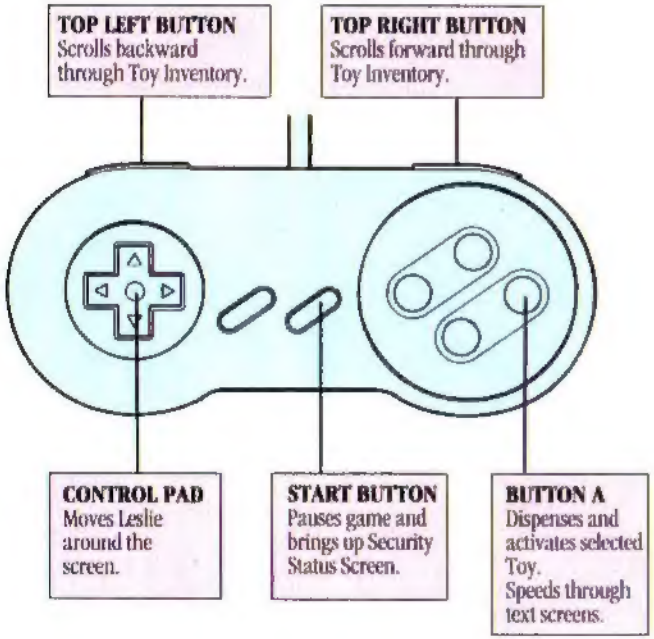
Our other problem is the General can watch Leslie's every move with his laser-firing Security Cameras. So what we have to do first is battle through 3 major heavily-protected areas, fighting off everything Dad can throw at us, until we can take out all of that level's Security Cameras. When we get all of them, we move on to the next level.

When my father took over Zevo Toys, he locked up all the lovable old toys Leslie and I played with when we were kids. Well, that's about to change.

Besides me, the only other friends Leslie can count on are the Good Toys—and by that I mean the toys that want to help him, not hurt him. I'm going into deep cover so I can supply Leslie with as many Good Toys as he needs to overcome the Bad ones. I'll be feeding them to him as quick as I can in these first 3 levels, so try not to waste any! The General's toy battalion is armed and dangerous and Leslie needs all the help he can get.

Controlling Leslie in Levels 1–3

Check out this Super NES controller diagram to see how you can control Leslie in the first three levels: the Toy Factory, the Cafeteria, and the Warehouse.



Leslie's Status Area Levels 1–3

Leslie's Lives

Leslie starts the game with a few lives. Lives are only active when the lights in the status area are lit. The number of lights lit is equal to the number of lives available. If Leslie accumulates more than 5 lives, the fifth light becomes a "+" sign.

When Leslie is hit by an enemy or a fired projectile, a tick of power will be deducted from his Power Meter (see below). If Leslie should lose a life in Levels 1–3, a hole appears and he falls through it, re-appearing somewhere else in the area.

In all levels, if Leslie picks up a **heart icon**, he'll get an extra life.

Power Meter

1 life = 5 ticks of power, maximum.

Leslie cannot accumulate more than 5 power ticks per life; a "+" sign will *not* be displayed.

In Levels 1–3, if Leslie picks up a **friendly Zevo elephant logo**, he'll regain 1 tick of power.

Friendly Zevo Elephant Logo

In the final level only—the Manhattan Model—Leslie will be able to collect **batteries** that restore ticks of power. See page 21 for more details.

Toy Inventory

To cycle through the different toys Leslie's collected press the **TOP RIGHT BUTTON** to scroll ahead; use the **TOP LEFT BUTTON** to scroll back. The lights below the Toy Inventory display show how many of the selected toy Leslie has in his possession. If Leslie accumulates more Good Toys than the display can show, the last light will become a "+" sign.

Collecting Toys

In Levels 1–3, the Good Toys Leslie can use against the General's dangerous toys basically fall into 3 categories:

Freestanding Toys

These are toys that can be found out on the floor of these levels, waiting to be activated.

To activate a Freestanding Toy, move Leslie along until he touches it.

FREESTANDING TOYS

JACK-IN-THE-BOX
Springs out, hitting Bad Toys in the immediate vicinity.

SOCCER BALL
Can be kicked.

BALLOON CLOWN
Balloon inflates, then wildly deflates.

FIRETRUCK
Must be pushed along.

Spotters

This type of toy comes in a neatly-wrapped gift box. Each gift box contains a quantity of a particular type of Spotter. To collect Spotters, Leslie simply has to *touch* the gift box. The box will then pop up, hit the floor, and burst open — revealing the toys inside, which Leslie has to pick up. After he does, they will immediately enter his Toy Inventory.

A Spotter is a toy Leslie actually needs to place down or "spot" on the floor in order to activate. When a Spotter is selected from Leslie's Toy Inventory, it'll appear in his hands as a gift box, similar to the one it originally came in. It now awaits activation.

To activate a Spotter, press the **TOP RIGHT/LEFT BUTTONS** to display its name in the Toy Inventory Status Area. You'll see that Leslie is now holding a gift box. Move Leslie to a strategic location and press **BUTTON A**. Leslie will place the box on the floor, the box will disappear in a puff of smoke, and the toy will spring into action.

SPOTTERS

TOY CHEF
Spins around randomly and takes off in a random direction.

WIND-UP DUCK
Attempts to home in on and automatically heads for Bad Toys.

TOY ELEPHANT
Attempts to home in on Bad Toys and quickly takes off in pursuit.

FOOTBALL PLAYER
Travels in a straight line from where it's set down, mowing down Bad Toys in a zig-zag pattern.

RACE CAR
Runs in a figure-eight pattern.

TRAFFIC COP
When it holds up a **STOP** sign, all Bad Toys in the area freeze and are vulnerable until the **GO** sign is flashed.

Collecting Toys (Contd.)

Projectiles

This is the type of toy or novelty item that can be *thrown, rolled, or shot*. It's collected in gift-wrapped boxes the same way Spotters are. **Unlike Spotters, though, it will only appear in Leslie's hands when activated.**

To activate a Projectile, select one from the Toy Inventory and press **BUTTON A.**

Since he doesn't have to place them on the floor to use them, Projectiles come in handy when Leslie needs to hit a target quickly or from a distance.

PROJECTILES

BOWLING BALL
Rolls along floor and bounces off walls.

PEANUT GUN
Rapidly fires peanuts.

SPINNING TOP
Spins around erratically.

PIE TIN
Thrown low, it bounces erratically.

FLYING DISK
Thrown higher, it bounces off objects and drifts down slower than the Pie Tin.

CUSTARD PIE
Acts like the Flying Disk, but doesn't bounce.

TOMATO
Has a high trajectory. It's the only item than can hit a helicopter.

WATER BALLOON
After it hits, it leaves behind a pool of water, deadly to Bad Toys.

***WARNING:** Spotters and Projectiles won't last forever–they'll operate until they hit a wall, a target, or their individual timers run out. Timers vary with each type of toy, but toys will disappear after a time if not used or activated!*

The Bad Toys

Like I said before, don't let their looks fool you. These are no sweet and cuddly cuties. Most of them will damage or immediately destroy Good Toys. The same is true for their effects on Leslie.

Observe these reactions closely and commit them to memory! You're on your own here!

BAD TOYS

GRENADE BALLOON*
Drifts randomly until it pops open and grenade falls out, which explodes on impact.

TIME BOMB BALLOON*
Drifts randomly until it pops open and bomb falls out, which ticks down, rings, and explodes.

POGO BEAR*
Uses patterned movements as it attempts to hop on its target.

EXPLODING ELF*
Marches randomly, then turns and its hair catches fire, acting like a fuse and burning down to an explosion.

WALKING BOMB*
Similar to Elf, except it tracks its target before igniting its fuse.

JET
Flies by dropping paratroopers. Its altitude is too high to have an effect on Leslie or Good Toys.

PARATROOPER
Dropped from Jets and is harmless until it reaches the ground and transforms into a Soldier.

SOLDIER*
Tracks Leslie, then drops down to a prone position, aims, and fires when the target is within range.

SPIDER*
Hides in corners and behind partitions. Some creep horizontally, some vertically.

HELICOPTER*
Pursues Leslie with varying degrees of intensity.

SLIME*
Oozes up from a grate, then slides along slowly. Can be lured back into another grate.

JEEP
Has several different driving patterns. Some lie in wait behind partitions; some fire at targets.

TANK*
Will rotate and move toward target, firing upon it.

BULLDOZER
Can push Leslie or Good Toys off the screen.

ROBOT CRATE*
Has a patterned movement and mows down everything in its path.

*** This Bad Toy can operate in "Pursuit Mode." It may home in on and target either Leslie or a Good Toy, and will navigate right toward them! Non-Pursuit Mode Bad Toys will either roam around or move in a rhythmic pattern.**

Toy Tips

Toys have all sorts of effects on each other and Leslie. Some will kill their targets upon contact, others will take away ticks of power. Here's some more important info:

- Good Toys don't shoot. They must come in contact with the Bad Toys to be effective.
- Soldiers, Tanks, and Jeeps are the only Bad Toys that will *shoot* either Leslie or the Good Toys.
- You can see the Bad Toys fire, but you can't see the projectile they shoot, so get Leslie out of the line of fire as fast as you can.
- Different Good Toys have different effects on the Bad Toys. For example, sometimes they'll both explode, sometimes the Bad Toy is just stunned.
- If a Good Toy has successfully stunned a Bad Toy, keep attacking until it's destroyed. If you leave a stunned Bad Toy alone for too long, it'll recover from being hit. It may even get a chance to re-charge to full strength.
- Each toy, Good or Bad, has its own ticks of power, and that varies, depending on which toy it is. For example, Leslie may need to deploy several Ducks before he can actually hurt a Tank.
- Some Good Toys are more powerful than others, and have more dramatic effects on the Bad Toys. Experiment to see which toy does what.
- Occasionally, a good strategy might be to sacrifice a less powerful Good Toy in order to eliminate a Bad one.

Where the Toys Are

In the first 3 levels, I'll be out of sight and behind the scenes, sending out gift boxes for Leslie that contain Spotters and Projectiles. Each of these levels has specific areas he'll need to go to in order to collect the different types of toys he can use to help him against the enemy.

Also, in each new level, I'll be slipping Leslie some new toys he hasn't seen in the previous levels.

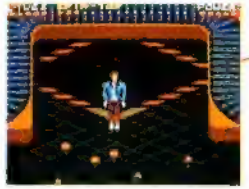
Level 1: The Toy Factory

This is the main manufacturing area of Zevo Toys. Throughout this level, I'll be sending toy boxes containing Spotters and Projectiles out onto the moving carousels of the big toymaking machines. Move Leslie over to touch them as they come around. Then they'll pop off the carousel and hit the floor. When the boxes burst open and reveal the toy inside, hurry up and grab it before it disappears.

Level 2: The Cafeteria

I'll be sneaking new types of Good Toys onto the food counters here. Leslie can pick them up the same way he did at the toymaking machine carousels.

Level 3: The Warehouse



Leslie can pick up more new toys from the nearest set of roller tracks. Leslie should use the same collecting technique he used in the Factory and Cafeteria.

WARNING: *Each individual carousel, food counter, and roller track dispenses one particular type of Spotter or Projectile. Once Leslie's successfully added this type of toy to his inventory, I'll move on to the next carousel, food counter, or roller track where I'll send out the gift boxes containing the next type of toy.*

TOP SECRET TIP: *Here's a quick and easy way for Leslie to increase the amount of toys in his inventory.*

Throughout Levels 1–3 I'll be scattering ***special gift boxes along the floor.*** *These floor boxes are very different from the ones Leslie picks up on the carousels, food counters, and roller tracks.*

Before Leslie touches one of these floor boxes, press the ***TOP RIGHT*** *or* ***LEFT BUTTONS*** *to cycle through his Toy Inventory until the name of a toy you especially like or need more of is displayed. Then, when Leslie comes in contact with the floor box, it'll add the contents of the box to the inventory of the toy you've selected.*

TOP SECRET TIP: *In Levels 1–3 I'll also be sending out as many Freestanding Toys as I can, so keep your eyes open. And from time to time, I'll try to sneak Leslie a handy* ***Santa's Sack,*** *which contains a whole squadron of Good Toys!*

The Security Cameras

I could kick myself for installing them, but each of the first 3 levels contains a certain number of Security Cameras that the General uses to keep his eye on things. As long as these babies are up and working, Leslie is gonna stay stuck in that level. You've gotta help him take them out with his squirt gun so he can make some progress toward Dad's Command Center.

Don't be fooled by their friendly faces. Trust me—they're lethal! I should know: I designed 'em!

Security Status Screen: Levels 1-3

You can find out how many cameras are installed in Levels 1-3 by pressing **START** anytime during game play. This'll pause the game and bring up the **Security Status Screen.** (Your present score is shown here as well.)

The left-hand column of this screen shows how many cameras there are in that level that Leslie has to destroy. **A bullet point will appear next to the camera whose area Leslie is currently in.**

The right-hand column shows you how many **Active Defenders** are protecting each camera.

What's an Active Defender? Read the next section and find out!

Active Defenders

Each camera is protected by a certain number of **Active Defenders.** This number is a combination of the first-line-of-defense Bad Toys near the camera installation and the second line of defense—the regiment of Tanks or other Bad Toys that directly surround the camera.

ACTIVE DEFENDERS = FIRST LINE OF DEFENSE + SECOND LINE OF DEFENSE

First Line of Defense

Only *some* of the Bad Toys Leslie confronts in Levels 1-3 are Active Defenders. The way to identify them is to sneak a peek at the General's very own computer screen, which is shown at the beginning of the first 3 levels! Read Dad's monitor carefully to find out which new Bad Toys he's activated to battle Leslie in the *non-camera areas.* **These toys are *not* the Active Defenders.**

General Zero's Computer Monitor

Instead, **the Bad Toys Dad *doesn't* order up on his monitor will be part of the Active Defenders line-up.** These types of Active Defenders primarily hang out in the immediate camera area, and serve as that camera's **first line of defense.** This means you have be particularly smart setting up the Good Toys to knock them out.

TOP SECRET TIP: *Walking Bombs, Slime, and Paratroopers* **never** *defend cameras!*

Second Line of Defense

At most camera locations, when Leslie gets past the first line of defense, he'll encounter a squadron of Bad Toys — usually Tanks — surrounding the camera. This is the camera's **second line of defense.**

Until the first line of defense is completely wiped out, those second-liners are dug in and invincible. At this point, there's no way Leslie can defeat them and get to the Security Camera.

But when Leslie's destroyed the entire first line of defense (see the *Active Defender Strategy* section, on page 17), the second-liner toys will take off after Leslie in hot pursuit. And once they leave their protected positions, they become vulnerable to attack.

The Security Cameras (Contd.)

Security Camera Installations

You'll know you're at a Security Camera installation when you see the special hazard lines. You'll also see the camera itself, which is a toy elephant head mounted on a pole.

In *non-camera* areas, Leslie might encounter any type of Bad Toy — even those that are considered Active Defenders when they appear in camera areas. If these toys are destroyed in the non-camera areas, they will *not* be deducted from the Active Defender column on the Security Status Screen.

Don't forget: **Actual Active Defenders are only located in an area near a camera.** These are the ones accounted for on the Security Status Screen. Be advised, though, that Leslie could still meet up with other types of Bad Toys — even in camera areas.

Again, if he destroys these other toys, they won't count as an Active Defender hit.

As I mentioned before, you can see this Active Defender tally on the Security Status Screen. Each time Leslie obliterates one of these Bad Toys, the Active Defender number goes down.

Active Defender Strategy

When Leslie gets near a camera area, you'll be able to see how many Bad Toys there are defending the camera. That's easy. What's harder to figure out is: **1)** how many other first-line Bad Toy Active Defenders Leslie needs to get rid of before he can take on the second-line toys, and **2)** which toys the first-liners are.

Here's an example:

Press **START** and check out the Security Status Screen.

Let's say you saw on the Security Status Screen that this camera's number of Active Defenders is 4. If you see 3 Tanks in the camera's hazard area, one Jeep tooling around, and one Walking Bomb passing by, you'll know that there's still one more first-line defender Bad Toy to get. But if you've read the General's computer monitor like I told you to, you'd know that Walking Bombs don't count here as an Active Defender, and you'd better go after that Jeep!

Always look around the camera's immediate vicinity for the Bad Toys not specifically sent out by the General at the beginning of the level!

After you find this Bad Toy, help Leslie destroy it and then check back with the Security Status Screen to see if you were right about its identity. If you really did eliminate that last first-line Active Defender, the number in that column will be the same as the number of hazard area Bad Toys you're lookin' at right now! So watch out, 'cause here they come!

As the second-liner toys approach Leslie, they'll go on the attack. Leslie's got to avoid or destroy all of them in order to reach the camera. When he does, the Camera Combat Screen will fade in and the one-on-one battle will begin.

The Security Cameras (Contd.)

Camera Status Area

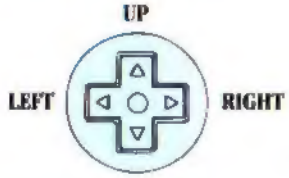
When the Camera Combat is about to start, this is how the screen will look. Notice that the Status Area has changed.

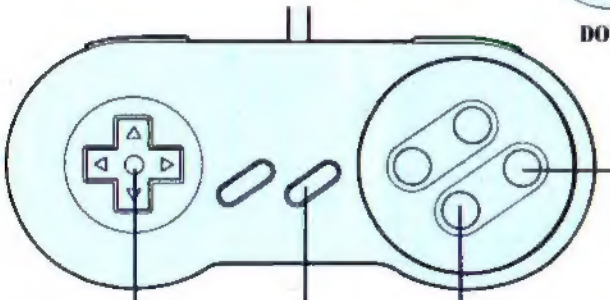
Camera Combat Screen

***WARNING:** If his water supply runs out, Leslie loses a life.*

Security Camera Controls

Your controller also works differently during these showdowns:





BUTTON A
Shoots water slowly toward the point you aim at.

CONTROL PAD
Maneuvers the squirt gun sight or water stream for aiming.

START BUTTON
Pauses game and brings up Security Status Screen.

BUTTON B
Automatically shoots water directly toward the iris.

***WARNING:** If the camera moves while you're pressing **BUTTON B**, the water stream won't automatically follow it.*

Camera Combat

The key to defeating a Security Camera is to squirt water directly into the iris when it's open.

The iris is located on the camera lens, and it stays closed until you shoot out one of the elephant's eyes. Hey, it's not a *real* elephant! It's supposed to look cute and cuddly so you don't notice it's a camera! And since when do elephants fire *lasers*? Even though one eye is shut, the camera still moves around and the iris opens. Shoot out **both** its eyes and the iris opens and the camera freezes in place.

***WARNING:** When hit, the elephant's eyes stay shut **temporarily**. When **both eyes** are open again, the iris closes.*

When the elephant's trunk light blinks, that means it's charging up to fire a **laser shot** at you. I told you it was nasty. The faster the light blinks, the sooner it's gonna shoot.

If one eye is closed, the camera stops recharging. If the second eye is hit and both eyes are closed, it'll lose some of its laser charge.

You'll know the elephant's about to fire when he gets this mean look on his face and his eyes turn red. When he fires at you, Leslie's Power Meter automatically registers a hit.

Leslie's Lives: Security Camera Encounter

Leslie loses 1 power tick for each laser hit.

Keep a close watch on the Status Area during camera combat, because if Leslie runs out of water, he loses a life!

If the camera encounter causes Leslie to lose a life, he'll leave the Camera Combat Screen and return to face the cluster of Bad Toys near the camera installation, as described on pages 14–17. This first line of defense will be back in place — fully armed, and ready for another battle!

***TOP SECRET TIP:** Use a sweeping movement with the water, spraying back and forth across both eyes to get the iris to stay open a maximum amount of time.*

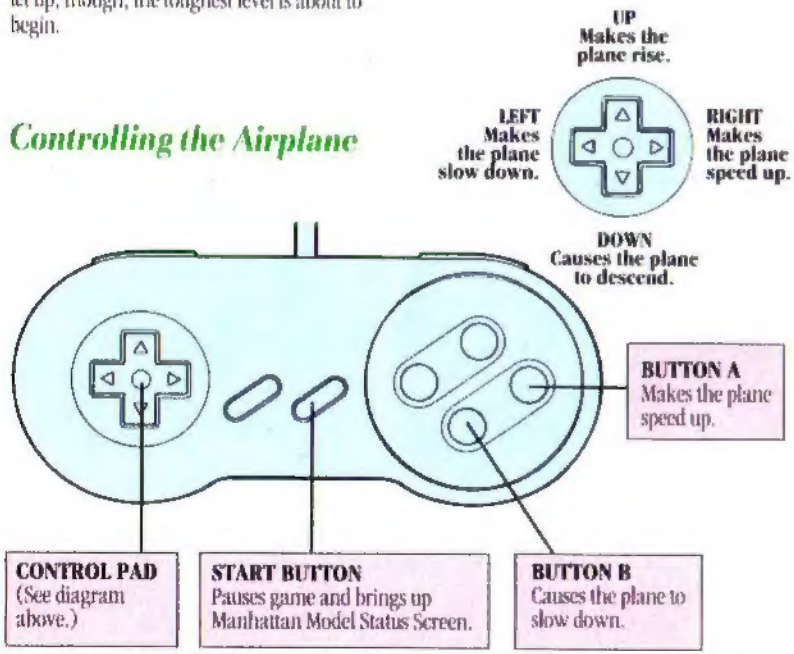
The Manhattan Model

The General's Command Center is located high above Zevo Toys' Miniature Manhattan Model. This is where Uncle Kenneth held his annual Christmas pageant for hundreds of invited guests. It's also got a terrific shortcut Leslie can use to get to Dad.

The game play starts with a quick movie sequence that shows Leslie on top of one of the New York skyscrapers. A toy airplane that runs along a pulley above the city comes flying by, and Leslie automatically latches onto it. The rest of the level is up to you.

If Leslie makes it through the first 3 levels, you should give yourself a medal or something, because I know it wasn't easy. Don't let up, though, the toughest level is about to begin.

Controlling the Airplane



Avoid crashing into the buildings and what the General calls his "Hurly-Burly Helicopters." Leslie'll lose 1 tick of power for each of these hits.

Leslie's Status Area: Manhattan Model

Keep your eye on the Status Area as you go. What used to be the Toy Inventory indicator is now the Airplane Power Bar. The plane loses power as it goes, so every once in a while Leslie'll have to fly it through a **Recharging Coil,** which is the spiraled tube you'll see on some building tops.

Be careful as Leslie flies through the Coils: If he goes too fast, the plane only gets a minimal power boost; if he slows down, the plane gets a greater boost. The Airplane Power Bar displays the maximum number of ticks available; there won't be any "+" sign to signify more.

Leslie's Lives: Manhattan Model

In this level, Leslie loses a life when the plane's power runs out, or if he takes too many hits that use up his precious Power Meter ticks. You'll know he's lost a life when he falls off-screen. He'll restart at the last Coil he's successfully navigated through.

In this level only, Leslie can pick up batteries that add 1 extra tick to his Power Meter.

When Leslie finally reaches the end of the skyline, you'll see the big picture window of Dad's Command Center. You've gotta aim real carefully here and get Leslie to **crash directly into the window!** If he misses it and hits the building facade, he'll fall off and lose a life.

Manhattan Model Status Screen

Pressing **START** anytime during Manhattan Model game play will pause the game and bring up the **Manhattan Model Status Screen.**

On this screen you'll see your current up-to-the-minute score and a Manhattan Progress Bar that'll show you how far Leslie's come, and how far he still has to go before reaching the General's Command Center. When the Bar's about to be filled up, get ready and remember what I just said about that picture window. Get Leslie to do it right and victory is ours!

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Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game computer program ("Program") that the Game Pak ("Game Pak") on which the Program is embodied will be free from defects in materials and workmanship for a period of ninety (90) days from the day of purchase. If your Game Pak becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

To replace a defective Game Pak during the warranty period, mail the entire Game Pak, proof of your purchase with the purchase date circled, a brief statement describing the defect, and a large, self-addressed stamped envelope to:

Warranty Officer
Absolute Entertainment, Inc.
P.O. Box 116
Glen Rock, New Jersey 07458
Tel: (201) 652-1227

If your Game Pak fails after the end of the 90-day warranty period, you may return it to Absolute Entertainment, Inc. at the address above along with a check or money order for $25.00, a brief statement describing the defect, and a large self-addressed stamped envelope. This offer to repair or replace defective Game Paks after the end of the 90-day warranty period may be withdrawn at any time without notice.

We recommend that defective Game Paks be packaged carefully and sent certified mail, return receipt requested. Absolute Entertainment, Inc. will not be responsible for replacing defective Game Paks until they have been received by us at the above address.

This warranty is limited to the Game Pak as originally supplied by Absolute Entertainment, Inc., and is not applicable to the Program embodied on the Game Pak. This warranty will not be honored if the defect has arisen through abuse, mistreatment, improper care of the Game Pak, neglect, or normal wear and tear.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATIVES OR CLAIMS OF ANY NATURE WILL BE BINDING ON OR OBLIGATE ABSOLUTE ENTERTAINMENT, INC. IN NO EVENT WILL ABSOLUTE ENTERTAINMENT, INC. BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS GAME PAK OR PROGRAM, INCLUDING DAMAGE TO PROPERTY, AND TO THE EXTENT PERMITTED UNDER THE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ABSOLUTE ENTERTAINMENT, INC. HAS BEEN PREVIOUSLY ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

THE PROGRAM IS SOLD "AS-IS" AND NO WARRANTIES EXPRESS OR IMPLIED, INCLUDING WARRANTIES FOR MERCHANTABILITY OR FITNESS OR PURPOSE, WILL BE APPLICABLE.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIAL LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

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THEN CALL OUR TOLL-FREE NUMBER TO ORDER DIRECTLY:

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ASK FOR EXTENSION 201

(VISA and MASTERCARD accepted. A postage and handling charge of $4.00 will be added to each order. New Jersey residents add 6% sales tax.)

PLEASE NOTE THAT THIS NUMBER IS FOR ORDERS ONLY. IT IS NOT EQUIPPED TO HANDLE TO HANDLE GAME PLAY COUNSELING QUESTIONS.

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Factory Notes

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